

TERRACE DESIGN PROGRAM VERSION 2.2 1/91

SUPPLEMENT TO USER'S MANUAL (Ver. 2.0, 6/90)

SUMMARY OF CHANGES

This document summarizes the changes made to the Terrace Design Program since the 2.0 version released 6/90. It serves as a supplement to the user's manual, which is still valid except for the changes noted here.

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CHANGES TO INSTALLATION CHANGES

An install program is included on Disk Number 1 to assist in installing the program on a hard disk. The steps for using this program are outlined below.

1. Turn computer on and make sure you are at the DOS prompt (e.g., C:\>).
2. Place Disk #1 in drive A or other appropriate drive (A: will be used in these instructions).
3. Enter, **A:INSTALL** .
4. The install program will prompt for the source and target drive and directories. If an old version of the program exists, you will be asked if you want to delete it or move it to another directory.
5. The install program will then prompt for each disk and will copy the files from each disk. All you need to do is make sure the correct disk is in drive A and press <ENTER> when prompted.
6. The program will indicate when it is done and will return you to the DOS prompt.

If you do not want to use the install program, you can just copy the files to your hard disks using the command

COPY A:*. * C:\ENG\TERRACE

for each of the disks. "C:\ENG\TERRACE" can be replaced with a directory of your choice. The files included on the disks are listed below. NOTE: The program names (*) have changed.

5-1/4" DISKS		3-1/2" DISKS	
DISK 1	DISK 3	DISK 1	DISK 2
BRT70EFR.EXE	KEYPAD.MAP	BRT70EFR.EXE	KEYPAD.MAP
INSTALL.EXE	SAMPLE.DES	INSTALL.EXE	SAMPLE.DES
TD.BAT	SAMPLE.GRD	TD.BAT	SAMPLE.GRD
TDDSCLMR.EXE *	SAMPLE.OGD	TDDSCLMR.EXE *	SAMPLE.OGD
TDMENU.EXE *	SAMPLE.VCD	TDMENU.EXE *	SAMPLE.VCD
	TDCHDEF.EXE *	TDDESIGN.EXE *	TDCHDEF.EXE *
DISK 2	TDPRINT.EXE *	TDGROUND.EXE *	TDPRINT.EXE *
	TDWFALT		TDWFALT
TDDESIGN.EXE *			
TDGROUND.EXE *			

CHANGES TO MAIN MENU CHANGES

The main menu has been changed to allow the use of arrow keys, <SPACE> bar, letters, or numbers to select the desired option.

CHANGES TO INPUT GROUND DATA PROGRAM CHANGES

- Four stations can be seen on the screen at one time.
- You can use the arrow keys to move around (e.g., between stations); <TAB> now moves to the top of the screen instead of the up arrow.
- You can move to (using the left arrow key) and change the practice or outlet ID.
- When you are on the practice or outlet ID field, the following actions can occur:
 - Enter an ID that exists. The data for that practice or outlet will be displayed.
 - Enter an ID that does not exist. The current ID will be changed to the entered ID.
 - Use up or down arrows to move to previous or next practice.
 - Use <Home> or <End> keys to move to first or last practice.
 - Use the <Delete> key to delete all the data for that practice. You will be asked to confirm this, since it could be disastrous.
- When you are on the station field, the following actions can occur:
 - Enter a station that exists. The data for that station will be displayed.
 - Enter a station that does not exist. The current station will be changed to the entered ID.
 - Use up or down arrows to move to previous or next station.
 - Use <Home> or <End> keys to move to first or last station.
 - Use the <Delete> key to delete the all the data for that station. You are not asked to confirm this, so be careful.
- When you enter the last ground point, you are automatically moved to the next station. The last ground point is determined by the number of ground points value entered in the default file.
- <F4> is now a toggle for repeat distances. When the program is started, repeat distance mode is YES (i.e., when you move to a new station, the distances are repeated).
- Percent ground slope is now saved in the data file.

CHANGES TO DESIGN PROGRAM CHANGES

- Only affected data on following screens is deleted or changed when a value is changed on a screen. For example, if something on screen 3 for terrace 1 and outlet A is changed, then only data for terrace 3 and outlet A on later screens is altered. When some values are altered, a message will appear telling you which screens you need to check again.
- The up and down arrow keys will now do the following:
 - a) On screens 2, 3, 5, 7, 8, 10, and 11, they will take you to the previous/next terrace or outlet when you reach the top or bottom of data rows.
 - b) On screens 6 and 9, they will take you to the previous/next reach.
 - c) On screen 12, they will take you to the previous/next 1) outlet for display type 1 or 2) cross-section for display type 2.
- The left and right arrow keys will take you to the previous/next terrace on screen 12.
- Added terrace IDs to plot on screen 6 and outlet IDs to plots on screens 9 and 12.
- Added cross-section station to top of screen 12 (display type 2).
- Added default shape info for 4 different shapes and moved x-sec shape code from bottom to top of screen 8. When you enter a code, the appropriate data is retrieved for that shape code.
- A freeboard above pool is now used in calculating the ridge height. (See the changes for default program).
- If calculations on screen 11 result in the need of an inlet (riser) larger than what was entered on screen 5, you are asked if you would like to keep the entered inlet size. If you answer yes (Y), the pool depth (and thus ridge height and head on the riser) will be adjusted to match the needed flow. If you answer no (N), the inlet size is changed to the calculated size.
- You can enter your own outlet ID on screen 3. If you are changing an ID and that ID exists elsewhere, you are asked if you want to change all occurrences of that ID. If you answer yes (Y), the old ID is changed to the new ID everywhere. If you answer no (N), just the ID for that particular outlet is changed.
- A minimum channel grade (in the default file) now exists. This minimum is checked on screen 9 when entering the practice gradeline (a lining type needs to be entered first on screen 10). When balancing with method 2 on screen 11, the minimum grade is also checked and a station elevation is not adjusted if it causes a grade less than minimum.
- The graphics screens had some cosmetic changes done.
- The graphics screens will now display in VGA mode if VGA is available. These screens will not print unless the GRAPHICS.COM program supports VGA.

CHANGES TO PRINT/PLOT PROGRAM CHANGES

- You can now direct output to the screen, printer, or a file. If a file is selected, you will need to enter a filename on screen 1. The print file will be given the extension ".PRN".
- You can now print default data.
- On screens 3 and 4, the <F6> key toggles all report X's, the <SPACE> bar toggles an individual X, and you can enter a range for selected practices and outlets (e.g., 3-5 or B-E).
- The note entry is a little cleaner (more straightforward hopefully).
- Screen pause for plots now has Escape option, Print option, and ability to page up.
- <Esc> can be used to cancel printing.
- Added terrace IDs to outlet profile plots.
- Added outlet IDs to practice profile plots.
- The "Channel and Ridge Layout" report was changed. Spaces are provided for each inlet at the top of the report to record hub elevation, a back sight on the hub, and a foresight on the top of the riser (base of the trash screen). An elevation could also be calculated and written in the top of riser blank. The hub elevation will be printed if it exists in the vertical control data. To specify the hub elevation in the Input Ground Data program, enter **HUB** in the STA column of screen 2 and then in the Description and Notes column of the same line enter the terrace ID, a colon (:), and the outlet ID (e.g., 2:C) followed by a space and any note you desire. If this hub refers to more than one inlet, enter terrace ID:outlet ID for each inlet separated by a comma or a space (e.g., 1:B, 3:A).

CHANGES TO CHANGE DEFAULT PROGRAM CHANGES

- Added minimum freeboard above pool on screen 6.
- The section types now display on screen 5.
- Minimum grades for bare and grassed channels were added to screen 9.
- On screen 12, you can now define a shape for each of the shape codes and also select a default code.
- On screen 14, the "Default Data" report and output device selection was added.
- On screens 14 and 15, the <F6> key toggles all report X's, the <SPACE> bar toggles an individual X, and you can enter a range for selected practices and outlets (e.g., 3-4 or B-E).
- Screen 16 was added which contains default values for screen 2 of the design program, the port for the printer, and the graphics display mode to use (if auto detect is chosen, the highest possible mode is chosen).
- Screen 17 was added which contains text screen colors (does not affect graphics screens).

CHANGES COMMON TO MORE THAN ONE MODULE CHANGES

- If an existing filename is entered, it is automatically placed in the new filename field.
- If a new filename is not entered and you press <F10> to save, you are returned to first screen.
- The <F2> key will now allow you to select the file instead of just listing the files. This involves using the up and down arrow keys to highlight desired file and then pressing <ENTER>. All of the file info is also shown (file size, date, and time). The list will first be listed alphabetically. If you wish, you can press D to sort the list by date or A to sort it alphabetically.
- The program version and date and the available memory is displayed on the first screen.
- Alphabetic keys have been defined to act as the movement keys which are normally on the keypad (i.e., arrow keys, <Home>, <End>, <PgUp>, <PgDn>, <Insert>, <Delete>). This will allow you to use the keypad for entering numbers. The file "KEYPAD.MAP" contains 11 lines with the keys to substitute. The current values and their position in the file are shown below.

<u>Line</u>	<u>Current Key</u>	<u>Substitutes for</u>
1	B	<Insert> (0)
2	N	<End> (1)
3	M	down arrow (2)
4	,	<PgDn> (3)
5	J	left arrow (4)
6	(space)	nothing (5)
7	K	right arrow (6)
8	U	<Home> (7)
9	I	up arrow (8)
10	O	<PgUp> (9)
11	/	<Delete> (.)

- The following keystrokes and their results shown below have been added. Some of them do not work in a particular program (e.g., <Ctrl>G does not work in the ground input program since you are already running the program). <Ctrl>G indicates that you hold down the <Ctrl> key and then press G.

<u>Keystroke</u>	<u>Result</u>
<Ctrl>BToggle	beep off and on.
<Ctrl>C	Run change default program.
<Ctrl>D	Run design program.
<Ctrl>G	Run ground input program.
<Ctrl>P	Run print/plot program.
<Ctrl><End>	Return to DOS.

- Whenever you try to exit a program (either with <Esc> or any of the keystrokes mentioned above) and changes to the data have not been saved, you will be asked if you wish to lose your changes. If you do not want to lose your changes, answer N and then press <F10> to save your data. If you don't mind losing your changes, answer Y and then you will be asked if you really want to exit the program.
- You are now able to enter your own IDs for practices and outlets. You still must enter numbers for practices and letters for outlets.
- You can now have more than 10 practices or outlets. The available memory in your computer will be the limiting factor.